

**1. (20 pts.) Set Cover.**

1. The first selected subset is  $\{t, h, r, e, a, d\}$ . As all the letters are uncovered elements, we simply pick the set with the most letters (six).
2. The next selected subset is  $\{l, o, s, t\}$  because it has three uncovered elements, which is the most compared to other words.
3. The third subset we pick is  $\{a, f, r, i, d\}$ . While this subset,  $\{d, r, a, i, n\}$ , and  $\{s, h, u, n\}$  all have two uncovered elements i.e. the most currently,  $\{a, f, r, i, d\}$  appears first and should be selected based on the tie-breaking rule.
4. The last selected subset is  $\{s, h, u, n\}$  since it's the only subset that still has two uncovered elements. After this, all letters/elements are covered.

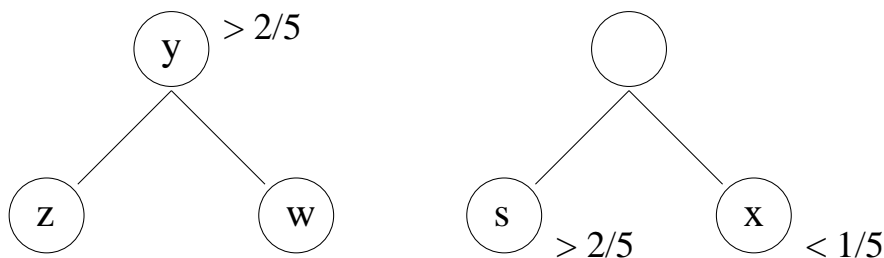
**2. (20 pts.) Huffman Encoding.**

- (a) It's possible to obtain this sequence. Any  $f_a, f_b, f_c$  such that  $f_a > f_b \geq f_c$  can result in this encoding.
- (b) This encoding is not possible since the encoding for  $a$  (1), is a prefix of the encoding for  $c$  (10).
- (c) This encoding also cannot possibly be obtained as it's suboptimal. The encoding for one of the letters in the alphabet could have length 1. For example, the encoding for  $a$  could be 0 so that we don't waste space.

**3. (20 pts.) Huffman Properties.**

- a Let  $s$  be the symbol with the highest frequency (probability)  $p(s) > 2/5$  and suppose that it merges with some other symbol during the process of constructing the tree and hence does not correspond to a codeword of length 1. To be merged with some node, the node  $s$  and some other node  $x$  must be the two with minimum frequencies. This means there was at least one other node  $y$  (formed by merging of other nodes), with  $p(y) > p(s)$  and  $p(y) > p(x)$ . Thus,  $p(y) > 2/5$  and hence  $p(x) < 1/5$ .

Now,  $y$  must have been formed by merging some two nodes  $z$  and  $w$  with at least one of them having probability greater than  $1/5$  (as they add up to more than  $2/5$ ). But this is a contradiction -  $p(z)$  and  $p(w)$  could not have been the minimum since  $p(x) < 1/5$ .



- b Suppose this is not the case. Let  $x$  be a node corresponding to a single character with  $p(x) < 1/3$  such that the encoding of  $x$  is of length 1. Then  $x$  must not merge with any other node till the end. Consider the stage when there are only three leaves -  $x, y$  and  $z$  left in the tree. At the last stage  $y, z$  must merge to form another node so that  $x$  still corresponds to a codeword of length 1. But,  $p(x) + p(y) + p(z) = 1$

and  $p(x) < 1/3$  implies  $p(y) + p(z) > 2/3$ . Hence, at least one of  $p(y)$  or  $p(z)$ , say  $p(z)$ , must be greater than  $1/3$ . But then these two cannot merge since  $p(x)$  and  $p(y)$  would be the minimum. This leads to a contradiction.

4. (20 pts.) **Feedback Edge Set.** In any connected graph, removing the minimum-weight feedback edge set will leave a spanning tree. This must be the case because a spanning tree has the most edges of any acyclic graph, and a minimum-weight feedback edge set will not remove extra edges after the graph has already become acyclic. So, if  $G$  is connected, we can compute the minimum-weight feedback edge set by choosing every edge not in the maximum-weight spanning tree. This requires running Kruskal's algorithm (or Prim's) with every edge weight multiplied by  $-1$  (or equivalently simply modifying the algorithm to choose the heaviest available edge), which has running time  $O(|E| \log |V|)$ .

If  $G$  is not connected, we can repeatedly apply the above approach to construct our final feedback edge set. First, run DFS on  $G$  to separate  $G$ 's edges into connected components in  $O(|V| + |E|)$  time. Then, apply the above approach to each connected component. Because  $E$  edges are still being considered by Kruskal's algorithm in total, the running time of the entire algorithm is  $O(|V| + |E| \log |V|)$ . The algorithm is correct because it leaves the heaviest edges that preserve  $G$ 's connected components while removing all of the lighter edges that make up  $G$ 's cycles.

Note that Kruskal's Algorithm does not necessarily fail on a disconnected graph. It would create several maximum-weight trees, each of which span a connected component. Therefore, mentioning this fact and running Kruskal's Algorithm a single time is another acceptable solution that runs in  $O(|E| \log |V|)$ .

5. (20 pts.) **Huffman Efficiency.**

- (a)  $m \log_2(n) = mk$  bits.
- (b) The efficiency is smallest when all characters appear with equal (or near-equal) frequency. In this case, the binary tree that represents the encoding is a complete tree and each encoding takes  $\log n = k$  bits. Therefore, encoding the entire file takes  $mk$  bits and  $E(F) = 1$ .
- (c) Let  $F$  be  $x_0, x_1, \dots, x_{n-2}$  followed by  $m - (n - 1)$  instances of  $x_{n-1}$ .  $x_{n-1}$  will be encoded as a single bit, with all of the others being approximately  $\log_2(n) + 1$  bits (because  $n$  is a power of 2, one of the infrequent symbols will be encoded using  $\log_2(n)$  bits, but this minor difference will be lost in the big- $O$  notation). This file has efficiency:

$$\frac{m \log_2(n)}{(m - (n - 1)) \cdot 1 + (n - 1) \cdot (\log_2(n) + 1)} = \frac{m \log_2(n)}{m - (n - 1) + (n - 1) \log_2(n) + (n - 1)}$$

Assuming  $m$  is very large, we have the following big- $O$  notation:

$$= \frac{m \log_2(n)}{O(m) + O(n \log n)} = \frac{m \log_2(n)}{O(m)} = O(\log(n))$$

So the efficiency is  $O(\log(n)) = O(k)$

# Rubric:

## Problem 1, 20 pts

- 3 points: for each correct selected subset.
- 2 points: for correctly identifying the number of uncovered elements in each subset.

## Problem 2, 20 pts

- (a) 3 points: correct conclusion  
3 points: correct set of frequencies
- (b) 3 points: correct conclusion  
4 points: correct explanation i.e. correctly point out the issue
- (c) 3 points: correct conclusion  
4 points: correct explanation i.e. correctly point out the issue

## Problem 3, 20 pts

- (a) 10 pts for right proof
- (b) 10 pts for right proof

## Problem 4, 20 pts

- 6 points for  $E - E'$  is a maximum spanning tree in a connected graph.
- 4 points for how to find the maximum spanning tree.
- 6 points for generalizing to an unconnected graph (Arguing how Kruskal functions properly on the unconnected graph is also valid).
- 4 points for running time analysis.

## Problem 5, 20 pts

- (a) 6 pts for correct answer.
- (b) 6 pts: 3 for  $E(f) = 1$ , 3 for all frequencies equal.
- (c) 8 pts: 4 for correct frequencies, 4 for big- $O$  analysis.